



## 3v3 BASKETBALL RULES

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NFHS Basketball rules will govern intramural basketball play with the following exceptions:

***Participants must present a physical copy of their UGA ID card, a picture of their UGA ID card (front and back), or their Digital Student Profile from Athena before every game... NO EXCEPTIONS!***

### A. PLAYER ATTIRE

- a. If teams choose to purchase their own uniforms, the uniforms must meet the following requirements:
  - i. Numbers must be ironed or sewn on (**tape or marker will NOT be permitted**).
  - ii. All numbers must be one or two digits, with numbers 0,1,2,3,4,5 only.
  - iii. Teams may not have duplicate numbers (0 & 00 are considered the same number).
  - iv. Numbers must be at least 4-inches in height and on BOTH the front & back.
  - v. All numbers must be a contrasting (visible) color from uniforms.
- b. No shirts vs. skins will be permitted.
- c. If a team does not have its own uniforms, jerseys may be signed out on a nightly basis from the Competitive Sports Office located next to Court #4 in Gym Central (this must be done prior to game time).
  - i. One player will need to sign out uniforms and will be responsible for returning all borrowed uniforms.
  - ii. If all jerseys are not returned at the conclusion of the game, there will be a \$30.00 per jersey fee assessed to the person responsible which may result in student records being flagged.
  - iii. SHIRTS WITH SLEEVES MUST BE WORN UNDERNEATH ALL SIGNED-OUT JERSEYS
- d. Court shoes must be worn.
  - i. Athletic shoes are required.
  - ii. No sandals, boots, boat shoes, crocs, turf shoes, etc.
- e. The following items are not permitted to be worn at any time while participating in IM Basketball:
  - i. Jewelry – Including but not limited to earrings, rings, bracelets (any material), necklaces, rubber-bands, watches, etc.
  - ii. Players may NOT tape over jewelry.
  - iii. Hats and objects with knots may not be worn.
- f. Improper dress will result in participant(s) not being allowed to play until issue is corrected.  
Penalty: Team warning and player must leave the game to remove illegal item.

### B. THE GAME

- a. Teams will play with three players on half court at one time. A team must have *two (2) players* present at the start of the game to begin play.

### C. CLOCK

- a. The game clock will NOT stop until the last 1-minute of each half.
  - b. In the last minute of each half, the clock will start and stop in accordance with the National High School Federation Rules.
    - i. Clock will begin on a throw-in when touched by a player.
    - ii. Clock will begin on the final free throw if missed when the ball touches any player.
  - c. Running Clock:
    - i. If at any point with 2-minutes or less remaining in the game, a team is leading by 15-points or more, the clock will continue to run.
    - ii. If the team trailing reduces the deficit to less than 15-points, the clock will start and stop in accordance with NFHS Basketball Rules.
- b. Games will consist of two (2) twelve-minute halves, with no more than a four (4)-minute halftime period.

### D. TIMEOUTS:

- a. Teams will be allowed 2-timeouts PER GAME.
- b. No timeouts will carry over into overtime.
- c. If an official grants a timeout erroneously, the game will immediately continue without penalty.
- d. If a timeout is called when there are no more allotted timeouts, a technical foul will be awarded, and the timeout will be granted.

### E. CHECKING THE BALL

- a. The "check line" will be outside the 3-point line. This means the ball and both feet must be outside the three-point line.
- b. The ball must be passed to a teammate after a "check".
- c. The ball must be "checked" to start each game and after any foul
- d. On a "check", the defensive team will have three seconds to be declared ready and hand the ball back to the offensive team for play. Any longer than three seconds will result in the offensive team receiving two points plus the possession.
- e. The ball must be taken outside of the check line after every change in possession.
- f. Penalty for violation of "check" line procedures is loss of ball.

### F. POSSESSION

- a. A coin toss will decide the first possession of regulation and all overtime periods.
- b. On alternating possessions, the team entitled to the alternating possession throw-in will be awarded the ball out of bounds closest to the spot of the violation.

### G. SUBSTITUTIONS

- a. Substitutions are to take place at the scorer's table ONLY.
- b. Substitutions will be made during dead balls.
- c. The officials on the court shall acknowledge and beckon the substitute player into the game before he/she enters the court.

### H. DUNKING

- a. Dunking is allowed **DURING the game ONLY**, however, hanging on the rim (not including to avoid injury) will be considered unsportsmanlike conduct and will result in a technical foul.
  - i. The hanging on the rim rule will be enforced before, during, and after the game.

- ii. Penalty for hanging on the rim after the game:
  - 1. Ejection/Removal from The Ramsey Student Center and potential disqualification from your team's next scheduled game.
- b. NO DUNKING BEFORE, AFTER OR DURING HALFTIME OF THE GAME
  - i. Any team violating the above rule will be penalized with a technical foul.
  - ii. If a team dunks prior to the game, the opposing team will begin the game shooting technical foul shots

I. FOULS

- a. For fouls, teams have the choice of taking the ball back up top or shooting foul shots.
- b. All foul shots will be taken with the lane cleared. Where possession is indicated, the ball will be taken to the top of the key to be "checked" into the game.

J. PLAYER CONDUCT

- a. A player(s) ejected from the game for unsportsmanlike behavior must remove him/herself from the gym (out of sight and sound) within 60-seconds. He/she will also be required to leave the Ramsey Student Center.
  - i. Failure to comply with the above stipulations will result in a team defaulting its game. It will be the offending team's responsibility to assist in removing the ejected participant.
  - ii. If a team is losing its game, and an ejected player does not leave, the team will forfeit the game.
  - iii. Any player caught violating this rule or any other rules/policies will face the sanctions.
  - iv. If a player is ejected during the playoffs and that is the team's SECOND ejection for the season, the game will be ended, and the opposing team will win the game.
  - v. If an ejected player returns to the facility after the game to exhibit further displeasure, he/she will be disqualified for the remainder of the season and will face a much more severe suspension pending a meeting with the Competitive Sports administrative staff.
  - vi. A player or team that is verbally abusive toward the scorer's table or any other Department of Recreational Sports Student or Professional Staff may receive a technical foul for their words or actions.
- b. A player who commits:
  - i. Two (2) technical fouls in a game will be ejected from the game and must set up a meeting with the Competitive Sports administrative staff before being eligible for future participation.
  - ii. One (1) foul that in the official's judgment is deemed to be flagrant/dangerous may be ejected.
  - iii. An unsportsmanlike act before/during or after a game may be ejected by any member of the Recreational Sports Staff.

K. OVERTIME:

- a. Clock stops during final minute of overtime
- b. During the regular season, if the game is tied at the end of regulation, a two (2)-minute overtime period will be played. If tied at the conclusion of the overtime period, the game will be recorded as a tie.
- c. A team will receive **ONE** timeout which will serve as its only timeout for the entire overtime, regardless of how many overtimes are played.

- d. During the postseason, teams will continue to play two-minute overtime periods until a winner is determined.
  - i. If a team uses a timeout in overtime period 1, they will have 0-timeouts remaining for any additional overtime periods.

L. STALLING

- a. Stalling The 3 v 3 basketball rules are designed to promote continuous play. Any attempt to stall or generate an action less contest shall be addressed with a warning by the official. If the official determines a team is continuing to stall after a warning has been issued. A turnover will be assessed.

## CO-REC BASKETBALL

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National Federation and The University of Georgia Intramural Basketball rules will govern Co-Rec Intramural Basketball play with the following exceptions:

A. PLAYERS

- a. The game shall be played by two teams of three players, each team having one male and two females **OR** two males and one female.
- b. A game can be played with a minimum of one male and one female.

B. GAME BALL

- a. All games will use a women's ball which will be provided by the Department of Recreational Sports.

C. CONTROLLING PLAY

- a. There will be no rules requiring specific locations on the court or guarding principles for either gender.

D. SCORING

- a. Standard point values on made baskets will be the same for all players.  
(Effective Date: 8/1/2022)

E. FOULS AND PENALTIES

- a. Standard number of free throws awarded will be the same for all players.  
(Effective Date: 8/1/2022)

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